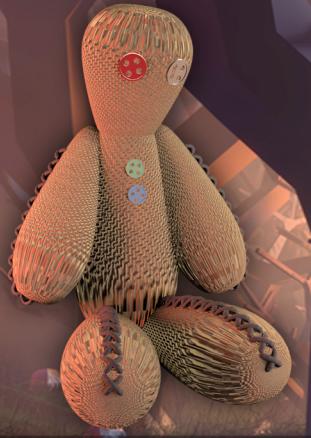


## ABILITY



If you fail a search for an item within a cursed room, the curse is not activated.

## ABILITY



Once per turn, you can activate a fuse box from any room by spending 2 action points.

## ABILITY



Use the bell as a talisman and vice versa.

## ABILITY



After eliminating a demon, you can perform a free action.  
Once per turn.

## ABILITY



If you enter a room that contains a Demon, you can exchange an item of your hand, for any item in that room (top icons).

## ABILITY



If you enter a room that contains a Ghost, you can make a free search action inside that room.

## ABILITY



After using the special effect of the "Bell", you can also move a "Ghost" to an adjacent room.

## ABILITY



After eliminating at least one Ghost with any item, you can advance the marker on the rewards track up to 2 spaces.

## ABILITY



After eliminating a Demon, you can transform any "Demon" into a "Ghost".

